Bantani Education

Policy

Projects

People

Partnerships
Entrepreneurship in lifelong learning

- **Fostering entrepreneurship** has been a European priority at least since the 2006 Key Competences for framework for lifelong learning.

- 10 years after the 2006 Recommendation the European landscape has been found scattered (Eurydice, 2016)

- The lack of a common understanding has led to the *proliferation of approaches to entrepreneurial learning*, creating the need for *harmonisation*
The purpose of EntreComp

- Establish a common language to bridge the world of education and work
- Enhance the understanding of entrepreneurship as a key competence
- Identify the competences that can be developed through education
- Create understanding among stakeholders about the expected outcomes for different levels of proficiency across all levels of learning
- Help mainstream learning to support value creation
EntreComp definition

Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value that is created can be financial, cultural, or social.

EntreComp 2016
Danish Foundation of Entrepreneurship / FFE 2011
Creating social value for others: social entrepreneurship projects, generating innovative solutions to environmental challenges, generating ideas for campaigns on social issues, establishing a sports club or setting up a student parliament.

Creating cultural value for others: promoting intercultural awareness and learning, identifying and creating solutions to cultural challenges in the local community or designing new cultural activities supporting theatre, music or cultural heritage.

Creating financial value for others: a mini-company initiative, fundraising activities for local charities or generating ideas to solve specific challenges faced by local businesses.
The EntreComp model

3 areas:
- Ideas & Opportunities
- Resources
- Into Action

5 competences/area:
Each accompanied by a hint and a descriptor
<table>
<thead>
<tr>
<th>AREA</th>
<th>COMPETENCE</th>
<th>HINT</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDEAS AND OPPORTUNITIES</td>
<td>1.1 SPOTTING OPPORTUNITIES</td>
<td>Use your imagination and abilities to identify opportunities for creating value</td>
</tr>
<tr>
<td></td>
<td>1.2 CREATIVITY</td>
<td>Develop creative and purposeful ideas</td>
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<tr>
<td></td>
<td>1.3 VISION</td>
<td>Work towards your vision of the future</td>
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<td></td>
<td>1.4 VALUING IDEAS</td>
<td>Make the most of ideas and opportunities</td>
</tr>
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<td></td>
<td>1.5 ETHICAL AND SUSTAINABLE THINKING</td>
<td>Assess the consequences and impact of ideas, opportunities and actions</td>
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<tr>
<td>AREA</td>
<td>COMPETENCE</td>
<td>HINT</td>
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<td>-------------------------------------------</td>
</tr>
<tr>
<td>02. RESOURCES</td>
<td>2.1 SELF-AWARENESS AND SELF-EFFICACY</td>
<td>Believe in yourself and keep developing</td>
</tr>
<tr>
<td></td>
<td>2.2 MOTIVATION AND PERSEVERANCE</td>
<td>Stay focused and don’t give up</td>
</tr>
<tr>
<td></td>
<td>2.3 MOBILISING RESOURCES</td>
<td>Gather and manage the resources you need</td>
</tr>
<tr>
<td></td>
<td>2.4 FINANCIAL AND ECONOMIC LITERACY</td>
<td>Develop financial and economic know how</td>
</tr>
<tr>
<td></td>
<td>2.5 MOBILISING OTHERS</td>
<td>Inspire, enthuse and get others on board</td>
</tr>
<tr>
<td>AREA</td>
<td>COMPETENCE</td>
<td>HINT</td>
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<tr>
<td>03.</td>
<td>TAKING THE INITIATIVE</td>
<td>Go for it</td>
</tr>
<tr>
<td></td>
<td>PLANNING AND MANAGEMENT</td>
<td>Prioritize, organise and follow-up</td>
</tr>
<tr>
<td></td>
<td>COPING WITH UNCERTAINTY, AMBIGUITY AND RISK</td>
<td>Make decisions dealing with uncertainty, ambiguity and risk</td>
</tr>
<tr>
<td></td>
<td>WORKING WITH OTHERS</td>
<td>Team up, collaborate and network</td>
</tr>
<tr>
<td></td>
<td>LEARNING THROUGH EXPERIENCE</td>
<td>Learn by doing</td>
</tr>
</tbody>
</table>
What is your EntreComp strength?
Spotting opportunities
Creativity
Vision
Valuing ideas
Ethical and sustainable thinking

Self-awareness and self-efficacy
Motivation and perseverance
Mobilizing resources
Financial and economic literacy
Mobilizing others

Taking the initiative
Planning and management
Coping with uncertainty, ambiguity and risk
Working with others
Learning through experience
Threads go into greater detail
Progression

<table>
<thead>
<tr>
<th>FOUNDATION</th>
<th>INTERMEDIATE</th>
<th>ADVANCED</th>
<th>EXPERT</th>
</tr>
</thead>
<tbody>
<tr>
<td>RELYING ON SUPPORT FROM OTHERS</td>
<td>BUILDING INDEPENDENCE</td>
<td>TAKING RESPONSIBILITY</td>
<td>DRIVING TRANSFORMATION, INNOVATION AND GROWTH</td>
</tr>
<tr>
<td>Under direct supervision. (Includes for example support by teachers, mentors, peers, advisors, or consultancy services).</td>
<td>On my own and together with my peers.</td>
<td>Taking and sharing some responsibilities.</td>
<td>Taking responsibility for contributing to complex developments in a specific field.</td>
</tr>
<tr>
<td>With reduced support from others, some autonomy and together with my peers.</td>
<td>Taking responsibility for making decisions and working with others.</td>
<td>With some guidance and together with others.</td>
<td>Contributing substantially to the development of a specific field.</td>
</tr>
</tbody>
</table>

**LEARNING OUTCOMES / AREA: IDEAS & OPPORTUNITIES / COMPETENCE: CREATIVITY / THREAD: DEVELOP IDEAS**

| I can develop ideas that solve problems that are relevant to me and my surroundings. | Alone and as part of a team, I can develop ideas that create value for others. | I can experiment with different techniques to generate alternative solutions to problems, using available resources in an effective way. | I can test the value of my solutions with end users. |
| I can describe different techniques to test innovative ideas with end users. | I can set up processes to involve stakeholders in finding, developing and testing ideas. | I can tailor a variety of ways of involving stakeholders to suit the needs of my value-creating activity. | I can design new processes to involve stakeholders in generating, developing and testing ideas that create value. |
Tips to get started using EntreComp
Exploring EntreComp into Action by domain

Domains are colour-coded so they are easy to identify

**DOMAIN**
**FORMAL EDUCATION & TRAINING**
This includes anyone interested in formal education at any level including vocational education and training (VET).
You might be a teacher, trainer, curriculum designer, qualification provider, quality assurance body, student, education leader or policy maker.

**DOMAIN**
**NON-FORMAL LEARNING & INCLUSION**
This includes anyone working in youth and non-formal education.
You might be a youth worker, educator, work in a third sector organisation, inclusion specialist, training provider, coach or mentor, learner in non-formal education or involved in community-, inclusion- and citizenship-related policy.

**DOMAIN**
**EMPLOYMENT & ENTERPRISE**
This includes anyone involved in entrepreneurial development linked to the workplace.
You might be a recruiter, employer, HR specialist, social enterprise, third sector organisation, trainer, mentor, professional network, employee, freelancer, entrepreneur, or involved in start-ups, growing businesses and learning organisations including the policy perspective.

Each example highlights both the domain(s) and goal(s) it relates to. Look out for the indicators or refer to the full list of examples on page 171 to help you navigate your way through the Case studies and Tools & ideas sections.

Examples may apply to **more than 1 domain**.
GOAL
I WANT TO MOBILISE

- Raise awareness and understanding
- Create common vision and language for stakeholders
- Initiate partnerships for a whole-system approach
GOAL
I WANT TO CREATE VALUE

- Translate into different languages
- Align to existing skills and frameworks
- Adapt for new audiences
- Provide support for evidence-based practice
GOAL
I WANT TO IMPLEMENT

Design practical entrepreneurial experiences
Design entrepreneurial learning
Establish or enhance existing start-up
Embed / link to other key competences
Design start-up pathways
Design skills development and careers pathways
Develop entrepreneurial organisations
GOAL
I WANT TO APPRAISE & ASSESS

- Discover skill gaps
- Assess learning
- Map against existing actions or resources
- Identify strengths and weaknesses
- Demonstrate progression
- Reflect on learning
- Self-assess learning
GOAL
I WANT TO RECOGNISE

Recognise entrepreneurship competences

Recognise wider key competences

Identify professional competences

Demonstrate impact of programmes
Entrecomp Framework
16 Videos • 1.610 Aufrufe • Zuletzt am 12.05.2017 aktualisiert

The JRC, on behalf of DG Employment, Social Affairs and Inclusion, has developed a definition of entrepreneurship as a competence and a reference framework describing it, the Entrepreneurship Competence Framework (EntreComp). [http://europa.eu/#!tx78fG](http://europa.eu/#!tx78fG)
Find out more!

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